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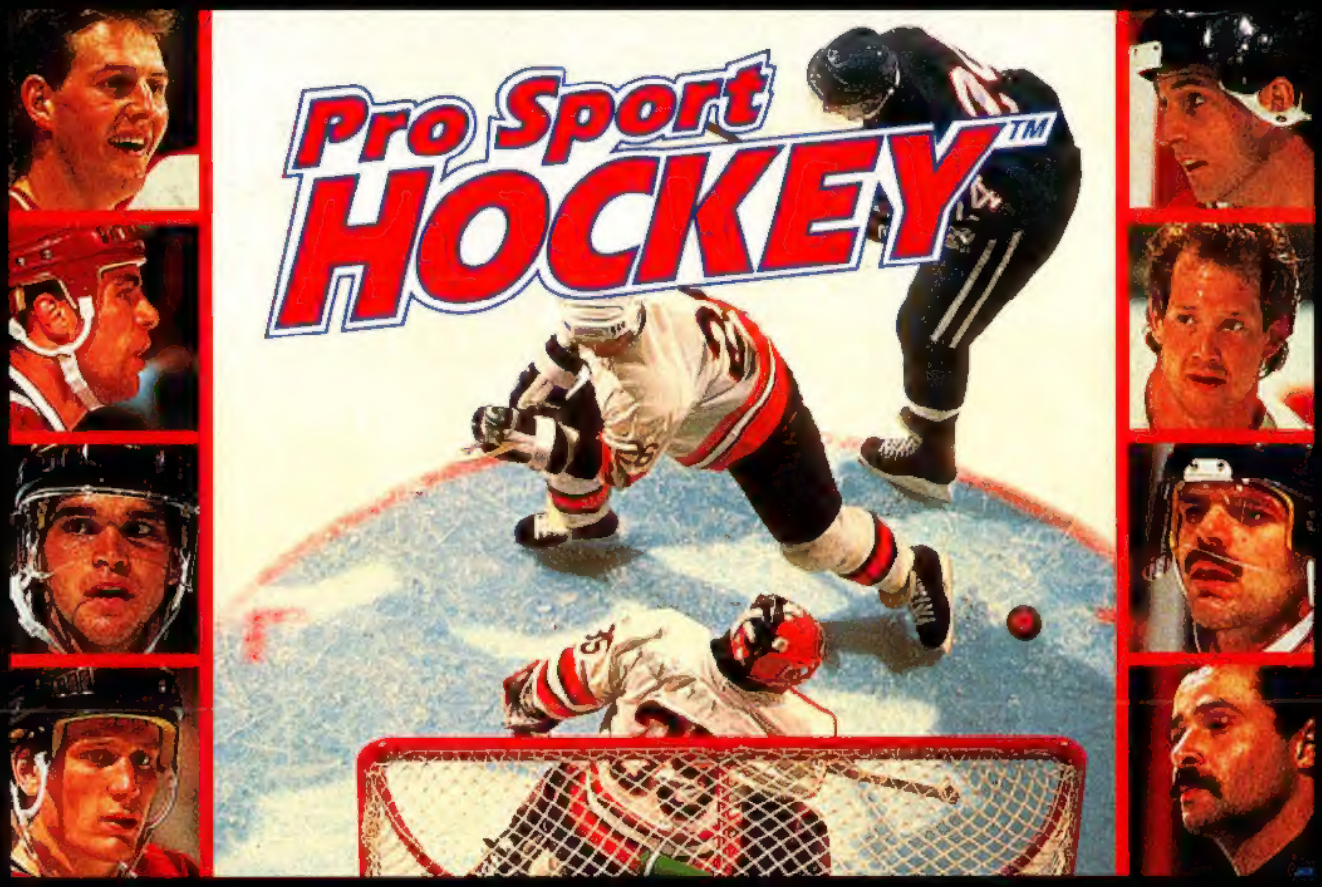

NHLPA
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JALECO

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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INTRODUCTION

Ice hockey — the fastest and roughest team sport ever played.

The NHLPA — the most talented and powerful collection of hockey stars in the world.

Doing justice to these two forces is no easy task, but Jaleco's Pro Sport Hockey will amaze you with its realism.

First you'll notice the size and speed of the characters. Big, powerful athletes shown in so much detail that you can see every wrinkle on their jerseys. Fast, skillful skaters who move so swiftly across the screen you might have trouble following them. Players who mimic their NHLPA counterparts so closely it's scary. Every nuance of a real hockey player's skill is here. Some have thunderous, air-borne slap shots from behind the blue line. Some have devastating wrist shots from within the crease. Some can skate the length of the rink like lightning, and some can turn at high speeds on a dime. And a few can send even the biggest opponents crashing into the boards with a well-placed shoulder check. You'll recognize the names and skills of all your favorite players here — over 600 athletes are built into this game!

And most importantly, Pro Sport Hockey is designed for you, the player. With an options menu of 10 adjustable features, you can customize the game to your tastes. All the real rules and calls are here, but if you're just out to knock around some rubber, you can turn off icing or any other calls that get in your way. If you're a fan of the stats, you can play an entire 82-week season, tracking all your favorite teams and players as you go. Want to know how many goals a star player has scored after 40 games? All you have to do is check.

So go ahead. Plunge right in and start carving up the ice. Play fast and play tough. You're working with the NHLPA, the best.

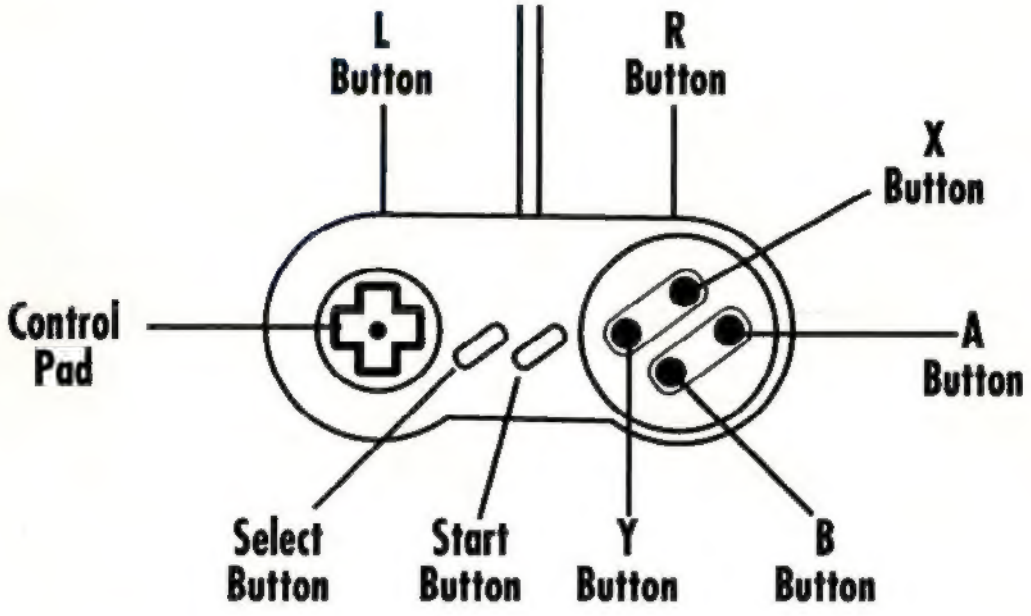
Do them justice.

GETTING STARTED

1) Place the Pro Sport Hockey game pak into your Super Nintendo Entertainment System and turn on the unit. After some introductory graphics, the title screen appears.

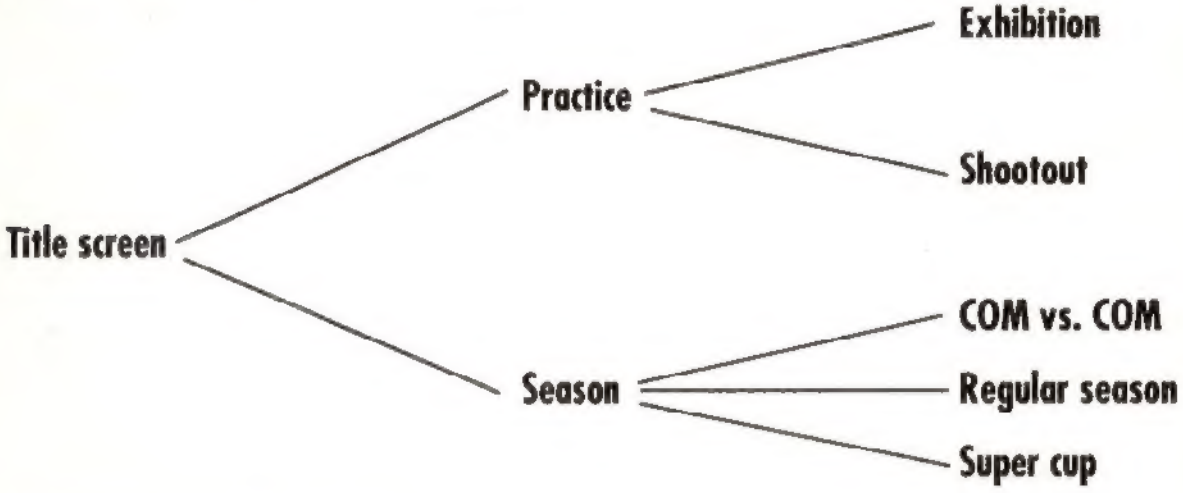
2) Press START.

CONTROLLER LAYOUT



MENUS

As the most complete hockey game ever created, Pro Sport Hockey has plenty of options. Those mean plenty of menus, so just check this section if you get confused.



USING THE MENUS

In general, pressing A will select an item from a menu. Pressing B will cancel the selection, or take you back to a preceding menu.

PRACTICE AND SEASON

Choose *Practice* if you want to play just one game or to have a shootout. Choose *Season* if you want to play or manage a complete, 82-week season. Press LEFT or RIGHT on the control pad to highlight your selection, then press the A button to confirm it.

SETUP

The Setup screen allows you to choose how many people will play the game. Press UP or DOWN on the control pad to highlight the kind of game you want to play. Press A to make your choice. Depending on what mode you selected, some of these choices will appear:

1P VS COM

One player competes against the computer.

1P VS 2P

Two players compete against each other. (Available only in exhibition mode and shootout mode.)

1P AND 2P VS COM

Two players on the same team compete against the computer. (Available only in exhibition mode.)

COM VS COM

Two computer-controlled teams compete against each other — choose this if you want to study the strategy of a particular team. (Available only in com vs com mode.)

OPTIONS

The options menu appears. See *Options*, below.

RECORD

The *Record* screen contains information about a complete season after a team has won the Super Cup. You cannot select the *Record* screen until after you win a Super Cup.

OPTIONS

If you call up the options menu, you will be able to customize your game. You can adjust any of the options by pressing UP or DOWN on the control pad to highlight the option with the hockey stick. Then press LEFT or RIGHT on the control pad to adjust the option by highlighting your choice in yellow.

PERIOD TIME

How many minutes are in a period? A hockey game contains three periods. Real hockey periods are twenty minutes long. The regular setting in Pro Sport Hockey is 5 minutes.

MUSIC

Determines whether or not there is background music during play. Sound effects are still audible if the music is turned off. The regular setting is ON.

STEREO

Determines whether the music will be stereo or mono. If your TV has stereo speakers, select STEREO. The regular setting is STEREO.

PENALTY

Will the ref see it when players commit penalties? If you choose ON, he will call penalties and sentence players to time in the box. The regular setting is ON.

FATIGUE

Will your players stay fresh for a whole game (fatigue is OFF), or will they get tired if they play really hard (fatigue is ON)? The regular setting is ON.

OFFSIDES
Will the ref see it when a player is offsides? To learn more about offsides, check the section on *Other Fouls* in the back of this manual. The regular setting is ON.

ICING
Will the ref call icing? To learn more about icing, check the section on *Other Fouls* in the back of this manual. The regular setting is ON.

GK AUTO
If you select ON, then the computer will control your goalie. If you select OFF, you can control your own goalie during play. Warning! Controlling your own goalie is very challenging. The regular setting is ON.

HOME LUCK
If you choose ON, then you will have slightly better luck when you play in a home stadium, where you have a friendly crowd. Your goalie will block more shots, and the enemy goalie will block fewer. Of course if you play in an away stadium, luck will turn against you. If you turn this option OFF, your luck will be the same whether you are playing at home or away.

TIE GAME
How should the computer decide tie games?

If you choose OVERTIME and your game finishes in a tie, then a fourth period will begin. This fourth period is "sudden death," that is, the first player to score a point wins.

If you choose SHOOTOUT and your game finishes in a tie, then the winner will be determined by a shootout.

Note: During the regular season, tie games are simply recorded as ties — no one wins so there is no overtime or shootout.

EXIT
When you are finished adjusting your options, press START or highlight the word EXIT and press A. You will return to the *Setup* menu.

TEAM SELECT

(Note: Team Select screens are not available in shootout mode.)

The team select screen consists of a grid showing the team logos for 24 different teams. You can highlight a team by using the control pad to move the flashing yellow box on top of the team logo. When you highlight a team, the team's logo will appear on the top of the screen, next to a series of red bars. The red bars show how strong the team is in five different categories. The more red bars there are, the more skillful the team is. Just glance at the red bars on both sides of the screen to see how your team stacks up to an opponent. The categories are:

SHT

The skillfulness of the team's *shooting*. A team with many red bars in the shooting category will have fast, accurate shooters.

POW

The size, weight, and *power* of the team. A team with good power will inflict awesome checks without falling down.

QIC

The *quickness* of the team. A high quickness rating means many players who can skate fast and execute sharp turns.

DEF

The team's ability on *defense*. A team with many red bars on defense will be able to stop many shots and intercept passes easily.

GOL

The *goalie*. The lifeblood of a team, a great goalie can block dozens of shots while a poor one can drag even the best team to defeat.

After highlighting a team, press A to select it. (If you are playing a 1P vs COM exhibition game, you can choose the computer's team as well.)

Changing Teams during a Regular Season

The first time you play a regular season game, you will select your team from a Team Select screen. After you play one game, the battery will automatically preserve all the information about your team. Every time you choose Season, 1P vs COM, the game will automatically use your saved team.

If you want to change teams, just go to the Schedule screen and use the *Reset* feature (described under *Schedule*). *Warning!* If you reset the season, all data from your old season will be destroyed.

SEASON MENU (for regular season games only)

If you are playing a regular season game, after you select your team the Season menu will appear. The Season menu calls up several screens of information about how your team and other teams are performing during the season. Use the control pad to highlight the screen you want, then press A. When you are finished looking at the data on one of the other screens, press B to return to the Season menu.

GAME START

Use this when you're ready to play your next game on the schedule.

STANDINGS

Shows information about each of the four divisions. Press UP or DOWN on the control pad to see a different division. The teams in each division are listed with the best record on top and the worst record on bottom. The screen lists the three letter abbreviation for each team in that league, along with the total number of wins (W), losses (L), ties (T), and goals scored (GF) by each team during the season. Press B to return to the Season menu.

RANKINGS

Shows information about all 24 teams in the league. Press UP or DOWN on the control pad to see the entire list. The teams are listed in order of their rank (the first place team is listed first, the second place team is listed second, and so on). The screen lists the three letter abbreviation of each team along with its rank, total number of wins, the total number of goals it scored (GF) and the total number of goals that have been scored against it (GA).

For example, the line:

Rank	Team	W	GF	GA
9	MTL	16	57	50

means that Montreal is in 9th place. Montreal has won 16 games and scored 57 goals. 50 goals have been scored against Montreal by opponents.

(Note: Since this screen ranks all 24 teams over the whole season, it won't make a lot of sense during the first few games. Just like in real hockey, you won't be able to tell which teams are the best after just one or two weeks. But over the course of many games, the best teams will rise to the top.) Press B to return to the Season menu.

SCHEDULE

Gives the complete schedule for an 82-week season. Only four weeks fit on one screen, so press UP or DOWN on the control pad to scroll through the whole season. Each section lists all of the matches that take place during one week. You can check the schedule to see who your team is playing next, or when your team is playing a particular opponent. Your team's next game flashes on and off.

(Note: The information on the Rankings, Standings, and Leaders screens comes from all the games up to and including the *last* game your team played. For example, if your last game was in week 4, but your next game is in week 6, the computer will use only information from games in the first four weeks when it is deciding the rankings for teams and the top players.)

Press B to return to the Season menu.

RESET

The 82-week season is long, and you may change your mind about what team to play after you begin. Pro Sport Hockey includes a "Reset" feature that will let you start the whole season fresh, with any team you like.

If you want to reset the season, just press the X button while you are on the *Schedule* screen. Then select YES with the control pad, and press A. A second box will appear, asking you to confirm your decision. If you are sure you want to reset the season, select YES again and press A. (Of course, if you don't want to reset the season, you should select NO.) Now you will be able to start week 1 with any team.

Warning! If you reset the season, all data from your old season will be destroyed.

LEADERS

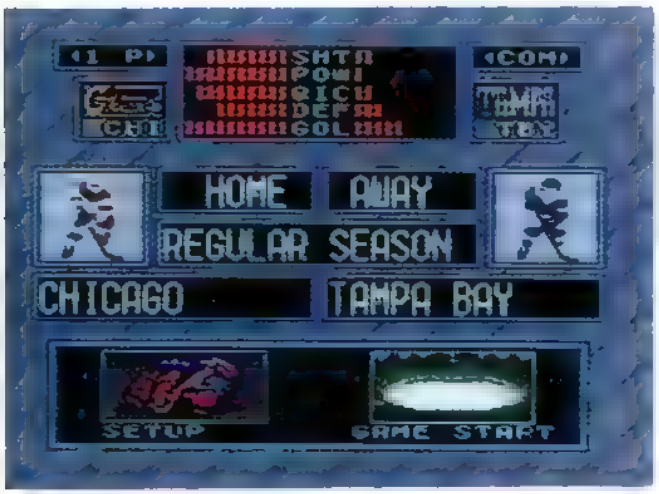
Lists the top ten scorers in the entire league. This screen gives the ranking, name, team abbreviation, and number of goals scored for the top ten scoring players in the league. If two players scored the same number of goals, they will have the same ranking. Press B to return to the Season menu.

(Note: The Leaders screen may take several seconds to load as the computer examines all the players in the league.)

START OVER

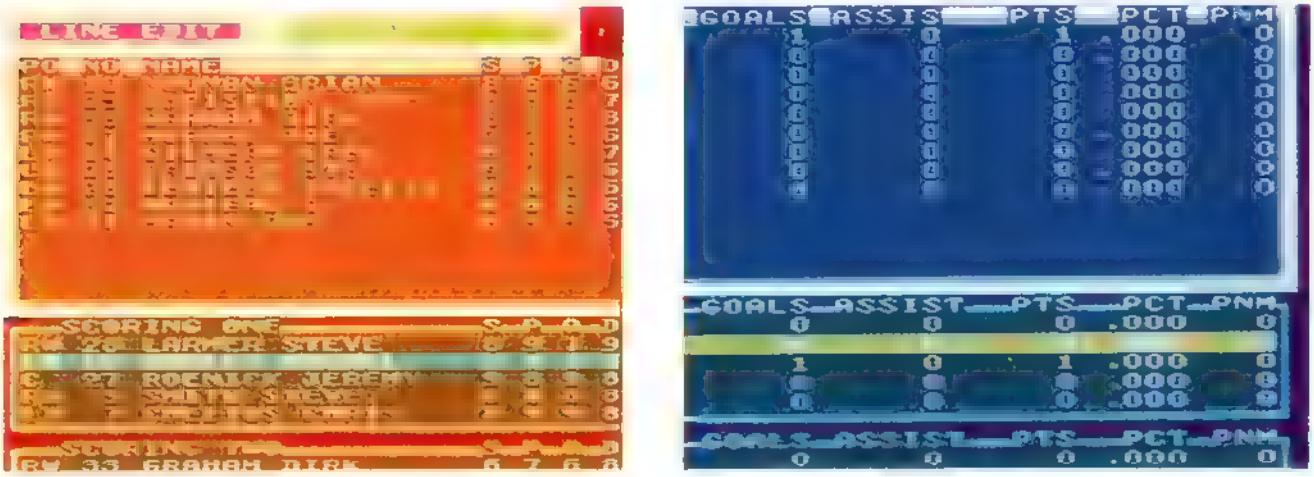
Press A on this option if you don't want to play a season game. The title screen will reappear.

MATCH ANNOUNCEMENT



After you finish selecting your teams (or after you finish the Season screen in Regular Season mode), you will come to the match announcement screen. This screen displays the team names, the red power bars for each team, and lists which team is playing at home and which team is playing away. At the bottom of the screen are two options, SETUP and GAME START. SETUP allows you to customize your team by calling up the LINE EDIT screen. GAME START goes directly to choosing your starting lines by calling up the LINE SELECT screen. Press RIGHT or LEFT on the control pad to highlight either option.

LINE EDIT



A hockey team is divided into several groups of players called lines. Only one line is on the ice at a time. The basic lines are:

Scoring 1
The combination of players that scores the most points.

Scoring 2
A different combination of players who score points well.

Checking
A defensive combination of players who check well.

Power Play 1
The combination of players that works best during a power play. (Note: A *Power Play* occurs when you outnumber the other team on the ice because they have more players in the penalty box than you do.)

Power Play 2
Another combination of players that works well during a power play.

The LINE EDIT screen gives all the information about all of the lines for a particular team. Press UP and DOWN on the directional pad to scroll through all the players on all your different lines. Press LEFT and RIGHT on the control pad to see all

of the information about a particular player. The information you see as you look from left to right over a player is that player's:

Position

The player's position in this line.

RW is the abbreviation for right wing

LW is left wing — RD is right defenseman

C is center — LD is left defenseman

Number

The player's number.

Name

The player's name.

Skill Ratings

The skills of all your players except goalies are rated in four categories: shot, power, quickness, and defense. Each category has a number from 1 to 9. A 1 is very poor, and a 9 is excellent.

Shot (S)	The speed and accuracy of a player's shooting.
Power (P)	The size and power of a player — his ability to check opponents and take hits without falling down.
Quickness (Q)	The speed of a player's skating and his ability to execute quick turns.
Defense (D)	The player's ability to block shots and intercept passes.
Goals	The total number of goals the player has scored this season. (This number appears in season mode only.)
Assists	The total number of assists the player has made this season. (This number appears in season mode only.)

Percentage (PCT)	The percentage of a player's shots that have resulted in goals. For example, a player with a PCT of .050 scores on 5% of his shots, that is, scores 1 goal for about every 20 shots he makes. (This number appears in season mode only.)
Penalties (PNM)	The total amount of time a player has been penalized in one season. (This number appears in season mode only.)

Changing Your Lines on the Line Edit Screen

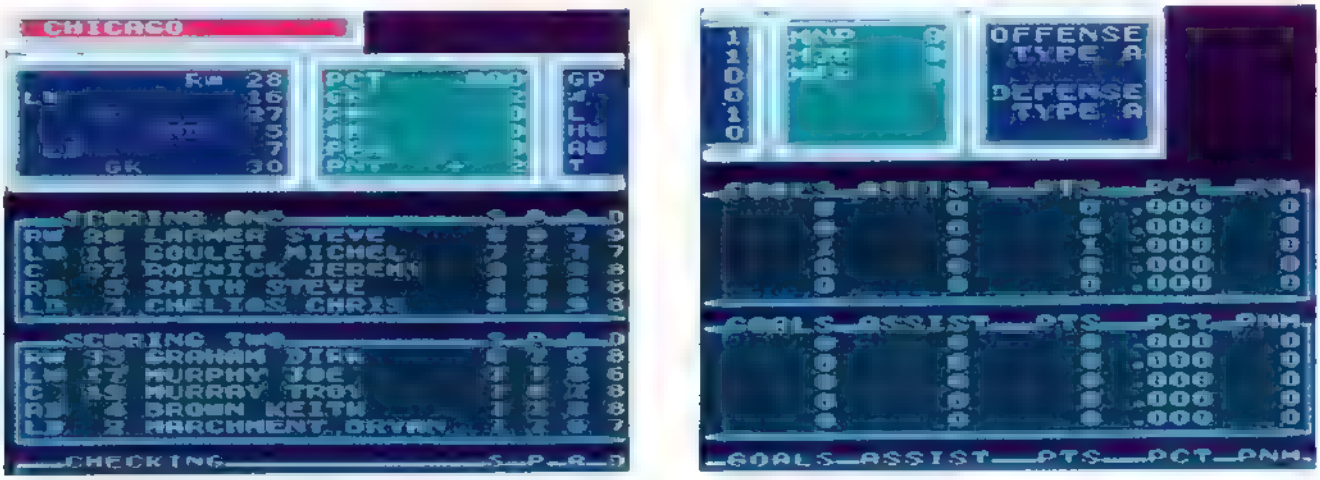
Every team in Pro Sport Hockey is already divided into five lines approved by the NHLPA. But you might want to change these lines — for example, put a player who is in Scoring 1 into your Scoring 2 line as well. The LINE EDIT screen is the place to do it.

To change the lines of a hockey team, scroll down to the player you want to change by pressing DOWN on the control pad. When you highlight the player you want to change, press A. All the other players who might replace this player appear at the top of the screen. Highlight the one you want to put into the line, and press A again. The new player will appear in the line in place of the old one.

For example, if you are playing the St. Louis team, and you don't want Rich Sutter to play right wing on your checking line, just scroll down to the checking line, highlight Rich Sutter, and press A. At the top of the screen you will see a list of all the wings who might be able to replace Rich Sutter. Highlight the one you want (say, Kelly Chase, for instance) and press A. Kelly Chase will appear as the right wing in the checking line.

When you are finished revising your lines, press START. The LINE SELECT screen will appear.

LINE SELECT



The LINE SELECT screen looks similar to the LINE EDIT screen, but don't confuse them — they're not the same. The LINE SELECT screen allows you to look at all kinds of information about your team as a whole and about your goalies. Then you can select your starting line, select you goalie, choose your offensive formation, and choose your defensive formation.

Looking at Team Information:

Press UP, DOWN, LEFT, and RIGHT on the control pad to see all of the information about your team.

TEAM NAME

Player Positions and Numbers in Selected Line (When this screen first appears, the selected line will always be Scoring 1.) The items followed by an asterisk (*) are for Regular Season Mode only. In an exhibition game, they will all be set to zero.

Team Percentage (PCT)*

The percentage of the team's shots which resulted in goals (Total number of goals divided by total number of shots). If a team has made 100 shots and scored 10 goals, it will have a percentage of .010.

Goals Fielded (GF)*

The number of goals the team has scored.

Power Plays Fielded (PPF)*
The number of goals the team has scored during a power play.

Goals Allowed (GA)*
The number of goals that have been scored against the team.

Power Plays Allowed (PPA)*
The number of goals that have been scored against the team during power plays.

Points (PNT)*
The difference between the number of goals the team has scored and the number of goals that have been scored against it, not counting goals scored during power plays. For example, if the team scored 6 goals (1 on a power play) and had three goals scored against it (2 on power plays), then the PNT would be +4 because [(6-1)-(3-2)] = 4.

Games Played (GP)*
The total number of games played by the team.

Wins (W)*
The total number of games the team has won.

Losses (L)*
The total number of games the team has lost.

Home Wins (HW)*
The number of games the team has won at home.

Away Wins (AW)*
The number of games the team has won away.

Ties (T)*
The total number of games that ended in a tie for the team.

Minor Penalties (MNP)*
The total number of minor penalties the team has incurred.

Major Penalties (MJP)*
The total number of major penalties the team has incurred.

Misconduct Penalties (MCP)*
The total number of misconduct penalties the team has incurred. If a player earns two major penalties in one game, that constitutes a misconduct penalty.

Offense Type
The type of offensive formation the team is using. (See "Selecting an Offense Type.")

Defense Type
The type of defensive formation the team is using. (See "Selecting a Defense Type.")

SELECTING YOUR LINES

The LINE SELECT screen also lists the five lines that make up your team. To select your team's line, highlight the line you want by pressing UP or DOWN on the control pad. Then press A. The numbers of the players you selected will appear in the upper left hand corner of the screen along with their positions.

SELECTING YOUR GOALIE

Press DOWN on the control pad to scroll to the bottom of the screen. You will see your team's goalies. Goalies are not part of any line, and they have different statistics from the other players. Goalies statistics, like the other players' statistics, are rated from 1 (poor) to 9 (excellent). These statistics are:

Reaction (R)
How quickly the goalie responds to an approaching shot.

Mobility (M)
How quickly the goalie can move from one side of the goal to the other.

Stick (S)
The goalie's stick-handling ability. If he is good at stopping a puck with his stick, this figure will be high.

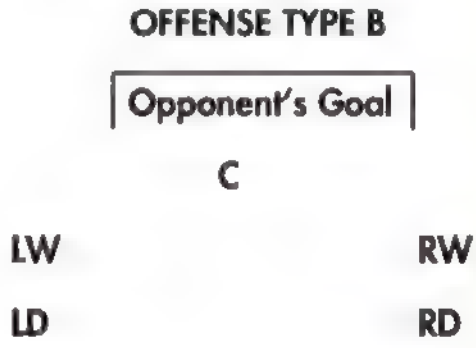
Glove (G)
The goalie's ability to catch a flying puck.

To select a goalkeeper, highlight the goalie you want and press A. The number of the goalkeeper you selected will appear in the upper left hand corner of the screen next to the letters GK.

SELECTING AN OFFENSE TYPE

In offense type A, both of the wings move in front to scoring positions,and the center stays back.

In offense type B, the center moves in front and the wings stay back to pass or try a long shot.



To select an offensive formation, press the L button on the top of your controller.

SELECTING A DEFENSE TYPE

In defense type A, the players attempt to steal the puck when the opponents pass. In defense type B, the players attempt to check the opponents to steal the puck. A is a careful defense, but B is a more aggressive, hard-hitting defense.

To select a defensive formation, press the R button on the top of your controller.

EXITING THE LINE SELECT SCREEN

When you are ready to begin the game, press START.

ACTIVE PLAYERS AND PASS RECEIVERS

In Pro Sport Hockey, the player you are controlling has an arrow over his head with letters in it. The arrow shows which direction he is heading (i.e., it points up if he is shooting toward the top goal), and the letters tell his position. (L is for left wing, R is for right wing, C is for Center, LD is for Left Defenseman, and RD is for Right Defenseman).

When you are on defense (do not have the puck), you can choose which player is active. To change your active player, press the R button on top of your controller until the arrow appears over the player you want.

When you are on offense, the player controlling the puck is automatically the active player. Another arrow appears over the pass receiver. This is the player you will pass to if you press the Y button. To change your pass receiver, press the R button on top of your controller until the arrow appears over the player you want.

MOVING

Press the Control Pad in the direction you want to move (including diagonals), and your active player will move in that direction. Since hockey players wear ice skates, it's difficult to turn or stop after building up a burst of speed — you'll learn to anticipate your turns and stops in advance so that you can control your players smoothly.

OFFENSIVE CONTROLS

Passing

Press button Y to pass the puck from one of your players to another. The pass will automatically move toward the selected

pass receiver (see *Active Players and Pass Receivers* above). You should pass only when your receiver is clear — otherwise your opponent will have a good chance of intercepting the pass.
It is also possible to pass using A (the airborne button), but these passes are risky. To make an airborne pass, press toward any of your players (it does not have to be the pass receiver), and press A. The longer you hold down A, the higher the pass will fly. If you make an airborne pass, however, there's always a chance that your puck will fly clear over the receiver's head.

Shooting

Wrist shot: If you just tap button B, you will make a wrist shot — quick and sneaky, but weak. Your shot will head toward the opponent's goal automatically. Pressing LEFT or RIGHT on the control pad as you release the button will aim the puck slightly to the left or right.

Slap shot: If you hold down button B, your player will pull back his stick to make a slap shot. The longer you hold it down (up to about two seconds), the stronger the shot will be. Your shot will head toward the opponent's goal automatically. Pressing LEFT or RIGHT on the control pad as you release the button will aim the puck slightly to the left or right. Slap shots are somewhat risky, however, because the shooting player is an easy target for opponent's defensemen while he's pulling back his stick to get ready for the shot. (Also, slap shots have been known to knock out teammates who are in the way by hitting them in the head...)

Airborne shot: To make an airborne shot, point toward the goal, and press button A. The longer you hold down A (up to about

two seconds), the higher your shot will go. If you hold down A too long, your shot will fly clear over the opponent's goal. Since airborne shots do not aim towards the goal automatically they require a lot of practice.

DEFENSIVE CONTROLS

Intercepting a Pass

To intercept an opponent's pass, just move your active player into the path of the puck. If your player is in the right position, he will automatically grab hold of the puck.

Checking

Pro Sport Hockey features a full array of checks and charges. On defense, the Y button, the B button, and the A button all check. Checks with the Y button are the most powerful and the most likely to incur a penalty. Checks with the B button are swifter, and checks with the A button are the quickest, but the least powerful. The kind of check depends on the direction your player is moving, and which button you press. Here is a complete list of the checks available in Pro Sport Hockey. For descriptions of these moves, look under "penalties."

Quick Charge

Press the A button while you are travelling in any direction into another player.

Powerful Charge

Press the B button while you are moving straight up or straight down into another player.

Hooking
Press the B button while you are moving straight right or straight left towards another player.

Tripping
Press the B button while you are moving on a diagonal in any direction towards another player.

Cross Checking
Press the Y button while you are moving straight up or straight down towards another player.

Elbowing
Press the Y button while you are moving on a diagonal down — either right and down or left and down into another player.

Manual Goalie
If you selected the OFF option for "GK AUTO," you will have to control your own goalie. Whenever you press the directional pad, your goalie moves the same direction as the active player. When an opposing player shoots, move quickly to get into position so you can block the shot.

PAUSING THE GAME

Press the START button to pause the game during play.

While the game is paused, you can adjust the view of the playing screen to include more information during play.

Press the START button again to return to the game.

FATIGUE INFORMATION

Press the A button once during pause to call up Fatigue Information. The bottom portion of your screen will show the following information:

The Score

The Clock

In the center of the Fatigue Information screen, the clock displays the amount of time remaining in this period.

The Period

One of the three dots above the clock show which period you are in.

The Abbreviations for the Players of Both Teams

For example, LW stands for left wing. The color of the letters shows how tired a player is. If the color is:

Blue – Player is fresh
Green – Player is okay
Yellow – Player is tired
Red – Player is exhausted

If you press START while the Fatigue Information screen is visible, the Fatigue Information will remain on the bottom of the screen during play.

PENALTY INFORMATION

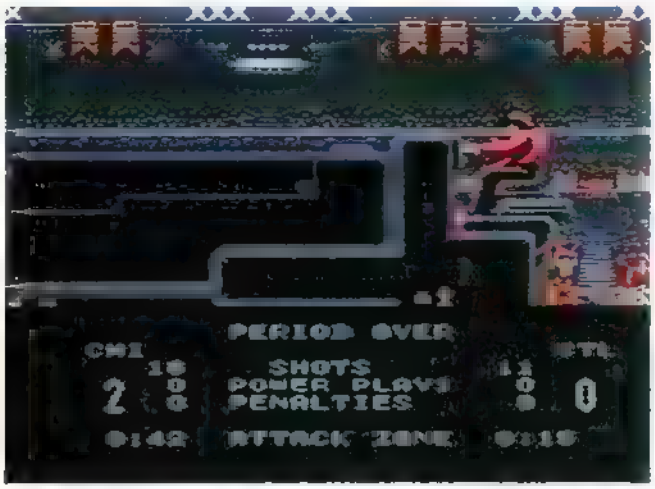
Press the A button a second time to call up Penalty Information. Like Fatigue Information, Penalty Information displays the score, the clock, and the period. But penalty information also shows which of your players are in the penalty box (the abbreviation for their positions appears), and how much longer they have to stay in the box (a time appears next to the position).

If you press START while the Penalty Information screen is visible, the Penalty Information will remain on the bottom of the screen during play.

Press the A button a third time to restore the screen to its normal view.

Press START to resume play.

MESSAGES DURING GAME PLAY



PERIOD OVER SCREEN

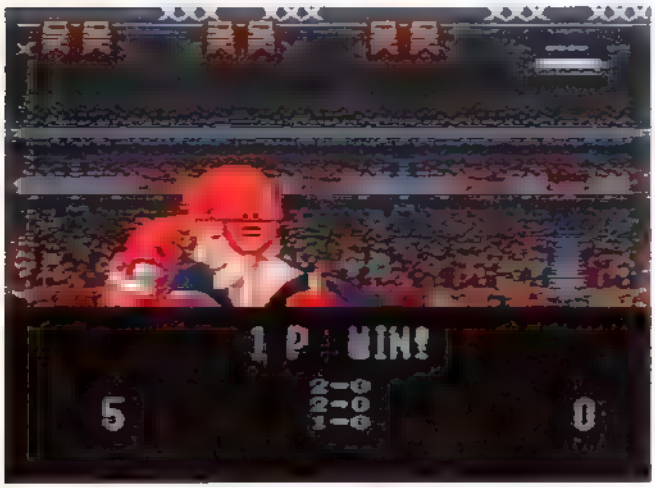
The Period Over screen appears at the end of each period. It contains information about how each team has performed so far (the information consists of totals from all the preceding periods).

Attack Zone

The amount of time that a team controlled the puck beyond the opponent's blue line.

Penalties

The total amount of time that a team's players spent in the penalty box.



GAME OVER SCREEN

This screen announces the following information after a match:

The winner

The final score (large numbers on the bottom corners)

Score for each period

SHOOTOUTS

During a shootout, both teams take turns shooting against the other team's goalie. The team that scores the most goals out of five wins the shootout. If the shootout is a tie, then it goes into "sudden death." In sudden death, both teams take turns shooting until one team misses a shot and the other team makes it, winning the shootout.

During a shootout, your player moves forward automatically. You can press only LEFT and RIGHT to steer your player, press B to shoot, and press LEFT or RIGHT to guide your shot.

In a shootout, you always control your own goalie. When you are defending during a shootout, maneuver your goalie forward, backward, left and right in the box in order to block the shot.

PENALTIES

The different kinds of penalties in Pro Sport Hockey are:

Charging
Slamming an opponent.

Hooking
Catching an opponent's upper body with his stick.

Tripping
Tripping an opponent with your stick.

Cross Checking
Holding your stick in front of you and charging an opponent.

Elbowing
Striking an opponent's face with your elbow.

If the referee sees you commit any penalty, he will call it and assign you time in the box. The referee will decide whether your penalty was a major penalty or a minor penalty. The time your player spends in the penalty box depends on how long a period you selected:

Period length:	20	10	5	2
Major penalties:	5:00	2:30	1:15	0:30
Minor penalties:	2:00	1:00	0:30	0:12

When a player is in the penalty box, you cannot replace him. If a player gets two major penalties in one game, the referee will eject him. You can replace the ejected player, but the replacement will have to wait until the time of the second penalty expires before coming into the game.

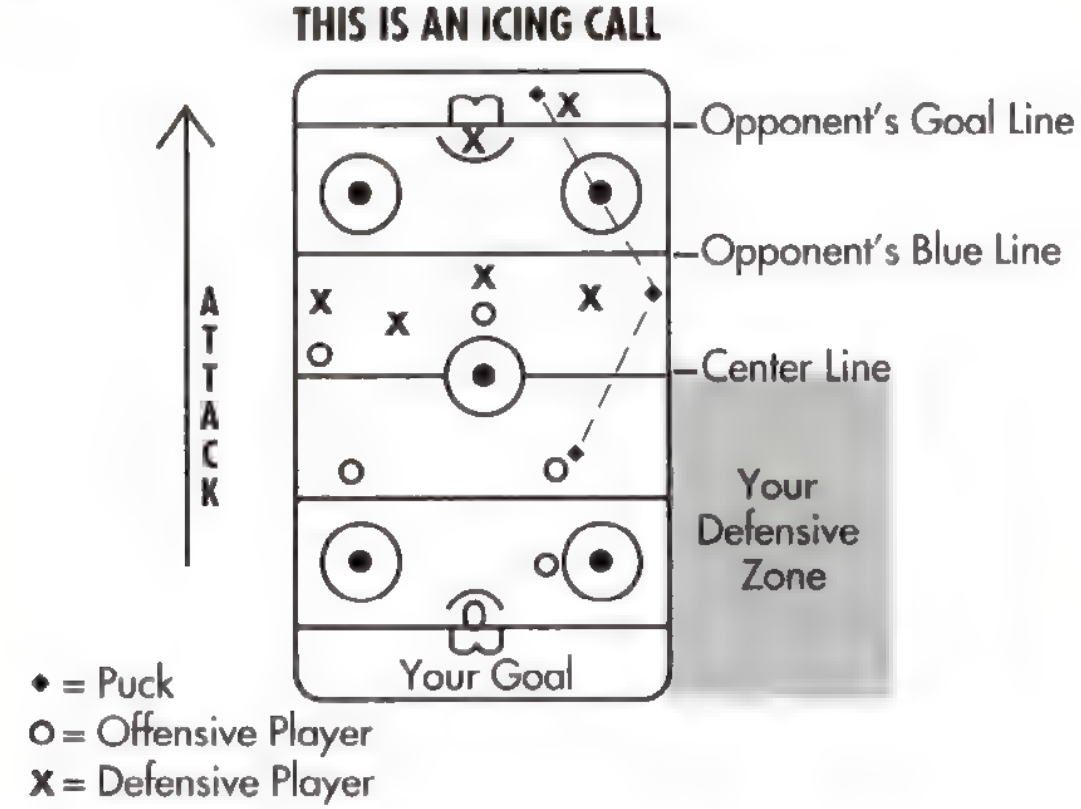
While your team has a player in the penalty box, the other team is engaging in a Power Play (it means they have you outnumbered). As soon as the team with a power play scores a goal, all your players in the penalty box will be allowed back onto the ice.

PENALTY SHOTS

If a defensive player commits a penalty while the offensive player is in the crease, the offensive player is awarded a penalty shot. The control of penalty shots works like shootouts. Press the control pad RIGHT and LEFT to guide your player, and press B to shoot.

OTHER FOULS

There are two fouls in Pro Sport Hockey that do not merit penalties: Icing and Offsides. After a foul, the referee sets up a face off nearby.



Icing

A player commits icing when he shoots the puck, the puck crosses the center line, the opposing team's blue line, and the goal line, and an opposing player touches the puck before a friendly player. Icing is not called if the team that commits the foul has a player in the penalty box or if the puck crosses over the crease (the space in front of the goal), or if the opposing goalie touches the puck before another opposing player. If you want to avoid Icing, don't try shooting the puck more than half the length of the rink.

Offsides

Offsides is called when a player on the offensive team enters the attack zone (the space beyond his opponent's blue line) before the player with the puck.

TEAM ROSTERS

BOSTON

Num	Name	Pwr	Spd	SS	Def
CENTERS					
12	Oates, Adam	8	8	9	8
13	Pantaleyev, G.	6	6	6	6
19	Poulin, Dave	7	6	6	9
38	Rozicka, Vladimir	7	7	8	7
49	Juneau, Joe	8	9	8	9
RIGHT WINGS					
8	Neely, Cam	9	7	9	8
18	Young, C.J.	6	8	6	6
23	Heinze, Steve	6	6	6	6
27	Leach, Steve	6	6	6	6
29	Kimble, Darin	5	5	5	5
LEFT WINGS					
17	Reid, Dave	5	6	6	6
21	Donato, Ted 6	6	7		
42	Hughes, Brent	5	5	6	5
10	Kvartalnov, D.	6	6	6	7
DEFENSEMEN					
7	Featherstone, G.	6	5	6	5
14	Roberts, Gordie	5	5	6	7
26	Wesley, Glen	7	7	9	7
28	Murphy, Gord	6	6	7	6
32	Sweeney, Don	6	9	6	6
34	Shaw, David	5	6	6	6
36	Weimer, Jim	5	5	6	6
25	Richer, S.	5	6	9	6
77	Bourque, Ray	9	9	9	8
GOALTENDERS		Mob	Reac	Glv	Stk
35	Moog, Andy	9	9	9	9
39	Blue, John	6	7	7	7

BUFFALO

Num	Name	Pow	Spd	SS	Def
CENTERS					
10	Hawerchuk, Dale	7	7	9	7
14	Hannan, Dave	5	6	7	8
16	LaFontaine, Pat	9	9	9	9
29	Corkum, Bob	5	7	6	6
20	Sweeney, Bob	6	7	9	9
RIGHT WINGS					
17	Patterson, Colin	5	5	5	6
18	Presley, Wayne	6	6	7	6
28	Audette, Donald	6	8	7	6
89	Mogilny, A.	9	9	9	8
LEFT WINGS					
12	Errey, Bob	6	5	6	7
13	Khmylev, Yuri	6	6	6	5
19	Wood, Randy	6	6	7	9
27	May, Brad	7	6	6	6
32	Ray, Rob	5	5	5	5
DEFENSEMEN					
3	Ledyard, Grant	5	5	7	5
4	Boucher, P.	5	6	6	5
6	Carney, Keith	5	5	5	5
7	Svoboda, Petr	7	8	7	7
8	Bodger, Doug	7	7	9	7
24	Moller, Randy	6	5	6	7
34	Donnelly, Gord	7	5	6	8
41	Sutton, Ken	5	6	6	6
42	Smehlik, Richard	7	7	7	8
GOALTENDERS		Mob	Reac	Glv	Stk
31	Fuhr, Grant	8	9	9	9
39	Hasek, Dominik	9	9	7	7

CALGARY

Num	Name	Pow	Spd	SS	Def
CENTERS					
25	Nieuwendyk, Joe	8	7	9	8
26	Reichel, Robert	8	7	8	7
29	Otto, Joel	9	7	7	9
33	Wilson, Carey	6	6	6	6
39	Skrudland, B.	6	6	6	7
RIGHT WINGS					
14	Fleury, Theoren	8	9	7	7
22	Stern, Ronnie	6	5	5	5
23	Paslawski, Greg	5	5	5	5
42	Makarov, Sergei	8	8	8	7
LEFT WINGS					
10	Roberts, Gary	8	8	8	9
11	Lindberg, Chris	6	8	6	7
15	Ashton, Brent	7	7	7	7
16	Berube, Craig	5	5	5	5
28	Ranheim, Paul	7	9	7	7
DEFENSEMEN					
2	MacInnis, Al	8	8	9	8
3	Musil, Frantisek	6	7	7	7
4	Dahl, Kevin	5	5	6	7
5	Dahlquist, Chris	5	5	6	7
7	Petit, Michel	6	5	7	6
18	Yawney, Trent	6	6	6	8
20	Suter, Gary	7	7	7	7
21	Godynyuk, A.	6	5	6	5
34	Johansson, Roger	5	6	5	5
GOALTENDERS		Mob	Reac	Glv	Stk
30	Vernon, Mike	8	8	8	8
35	Reese, Jeff	6	6	6	6

CHICAGO

Num	Name	Pow	Spd	SS	Def
CENTERS					
12	Sutter, Brent	7	7	7	9
19	Murray, Troy	8	7	7	8
22	Ruuttu, C.	6	7	6	6
27	Roenick, Jeremy	8	9	9	8
RIGHT WING					
10	Noonan, Brian	6	6	8	6
25	Christian, Dave	6	6	6	7
28	Larmer, Steve	9	7	8	9
33	Graham, Dirk	7	6	6	8
17	Murphy, Joe	7	8	7	6
LEFT WING					
14	Gilbert, Greg	6	6	6	7
16	Goulet, Michel	7	7	7	7
23	Grimson, Stu	7	5	9	6
26	Lemieux, Jocelyn	6	6	6	6
32	Matteau, S.	6	5	6	6
44	Brown, Rob	5	5	6	5
DEFENSEMEN					
2	Marchment, Bryan	7	6	7	7
3	Muni, Craig	7	5	6	8
4	Brown, Keith	7	8	7	8
5	Smith, Steve	8	8	8	8
6	Kucera, F.	6	6	6	7
7	Chelios, Chris	9	9	8	8
8	Russell, Cam	6	5	6	5
45	Dykhuis, Karl	6	7	7	7
GOALTENDERS		Mob	Reac	Glv	Stk
29	Waite, Jim	8	9	8	8
30	Belfour, Ed	7	9	9	9

DETROIT

Num	Name	Pow	Spd	SS	Def
CENTERS					
19	Yzerman, Steve	7	9	8	8
91	Fedorov, Sergei	8	9	8	8
23	Sillinger, Mike	6	6	6	6
55	Primeau, Keith	6	6	7	6
RIGHT WINGS					
14	Hiller, Jim	6	6	6	7
15	Kennedy, Sheldon	6	8	6	6
22	Ciccarelli, Dino	6	6	7	5
26	Sheppard, Ray	7	5	7	6
LEFT WINGS					
11	Burr, Shawn	7	6	6	8
17	Gallant, Gerard	7	6	6	8
21	Ysebaert, Paul	7	7	7	7
25	Ogrodnick, John	6	7	7	6
24	Probert, Bob	9	6	7	7
28	Drake, Dallas	6	6	6	6
DEFENSEMEN					
2	McCrimmon, Brad	7	6	6	9
3	Chiasson, Steve	8	7	8	8
4	Howe, Marke	6	6	8	7
5	Lidstrom, N.	6	6	7	7
8	Konroyd, Steve	6	6	6	7
16	Konstantinov, V.	7	6	6	7
29	Vial, Dennis	4	5	5	5
33	Racine, Yves	7	6	7	6
77	Coffey, Paul	8	9	9	7
GOALTENDERS		*Mob*	*Reac*	*Glv*	*Stk*
32	Cheveldae, Tim	7	7	7	7
37	Riendeau, V.	7	7	7	7

EDMONTON

Num	Name	Pow	Spd	SS	Def
CENTERS					
14	MacTavish, Craig	7	6	7	8
15	Todd, Kevin	6	6	6	6
23	Vujtek, Vladimir	6	6	6	6
34	Elik, Todd	6	7	7	6
39	Weight, Doug	6	6	6	6
RIGHT WINGS					
7	Gelinas, Martin	6	6	7	6
12	Rice, Steven	6	7	6	7
27	Mellanby, Scott	8	7	6	6
85	Klima, Petr	7	9	8	7
LEFT WINGS					
8	Ciger, Zdeno	6	6	7	6
9	Corson, Shayne	7	7	7	7
16	Buchberger, K.	8	5	5	6
18	Simpson, Craig	7	6	8	7
29	Debrusk, Louie	6	5	5	5
DEFENSEMEN					
2	Joseph, Chris	5	5	5	5
6	Glynn, Brian	6	6	7	6
3	Bloemberg, Jeff	6	6	7	7
19	Benning, Brian	6	7	7	7
21	Kravchuk, Igor	5	6	7	8
22	Richardson, Luke	8	8	6	6
24	Manson, Dave	8	7	9	7
25	Smith, Geoff	6	7	6	6
36	Werenka, Brad	7	8	8	7
GOALTENDERS		*Mob*	*Reac*	*Glv*	*Stk*
30	Ranford, Bill	8	8	8	8
32	Tognutt, Ron	7	7	8	6

HARTFORD

Num	Name	Pow	Spd	SS	Def
CENTERS					
8	Sanderson, Geoff	7	8	8	7
39	Petrovicky, R.	6	6	6	6
22	Janssens, Mark	6	5	6	7
36	Nylander, Mikael	6	6	6	5
38	Kron, Robert	6	6	7	6
RIGHT WINGS					
11	Corriveau, Yvon	7	6	6	7
16	Verbeek, Pat	7	7	7	7
17	Greig, Mark	6	7	7	6
23	Gillis, Paul	5	6	6	6
25	Yake, Terry	6	7	7	6
LEFT WINGS					
7	Cunneyworth, R.	6	6	6	6
15	Day, Joe	6	5	6	7
20	Kypreos, Nick	6	6	6	6
24	Poulin, Patrick	7	7	8	6
33	McKenzie, Jim	5	5	5	5
48	Daniels, Scott	6	5	5	5
DEFENSEMEN					
3	Zalapski, Zarley	8	9	9	8
4	Weinrich, Eric	7	6	6	8
6	Burt, Adam	6	6	7	6
27	Houda, Doug	5	6	6	6
29	Ladouceur, Randy	7	6	6	8
32	Shaw, Brad	6	7	6	6
41	Pedersen, Allen	6	5	5	6
GOALTENDERS		*Mob*	*Reac*	*Glv*	*Stk*
1	Burke, Sean	9	8	8	8
40	Pietrangelo, F.	7	6	6	6

LOS ANGELES

Num	Name	Pow	Spd	SS	Def
CENTERS					
12	Carson, Jim	7	7	8	7
14	Shuchuk, Gary	6	7	6	5
23	Millen, Corey	7	8	7	6
26	Fortier, Marc	5	5	5	6
99	Gretzky, Wayne	9	9	9	8
RIGHT WINGS					
7	Sandstrom, Tomas	7	8	9	7
11	Donnelly, Mike	6	8	6	7
17	Kurri, Jari	7	7	8	9
18	Taylor, Dave	6	6	6	8
19	Thomson, Jim	6	5	5	5
LEFT WINGS					
10	Rychel, Warren	6	5	5	5
15	Conacher, Pat	5	5	5	7
20	Robitaille, Luc	8	7	8	7
21	Granato, Tony	7	9	7	7
29	Loach, Lonnie	6	6	6	6
DEFENSEMEN					
2	Zhitnik, Alexei	6	6	6	6
3	Thompson, Brent	5	5	5	7
4	Blake, Rob	7	7	8	7
5	Watters, Tim	5	5	5	7
22	Huddy, Charlie	6	6	6	7
24	Hardy, Mark	6	5	5	6
25	Sydor, Darryl	6	7	7	6
33	McSorley, Marty	7	6	6	6
GOALTENDERS		*Mob*	*Reac*	*Glv*	*Stk*
32	Hrudey, Kelly	8	8	8	7
35	Stauber, Robb	7	6	7	6

MINNESOTA

Num	Name	Pow	Spd	SS	Def
CENTERS					
7	Broten, Neal	6	7	7	7
9	Modano, Mike	7	9	7	7
15	Gagner, Dave	7	7	7	8
18	Smith, Bobby	5	5	5	7
38	Black, James	5	5	5	5
41	Gilchrist, Brent	6	6	6	7
RIGHT WINGS					
20	Craig, Mike	6	8	6	6
22	Dahlen, Ulf	7	6	7	6
26	Courtnall, Russ	7	9	7	6
27	Churla, Shane	6	5	5	5
29	Klatt, Trent	6	6	7	6
LEFT WINGS					
10	Duchesne, Gaetan	6	6	6	8
12	Gavin, Stewart	5	5	5	8
16	Propp, Brian	6	5	5	6
17	McPhee, Mike	7	6	6	8
DEFENSEMEN					
2	Hatcher, Derian	7	7	8	7
3	Ludwig, Craig	6	6	6	7
4	Matvichuk, R.	6	6	6	6
5	Berry, Brad	5	6	6	6
6	Johnson, Jim	6	5	6	7
24	Tinordi, Mark	7	6	7	8
33	Sjodin, Tommy	5	6	7	6
39	Ciccone, Enrico	5	5	5	5
GOALTENDERS		Mob	Reac	Glv	Stk
30	Casey, Jon	7	7	8	8
35	Wakaluk, Darcy	6	6	6	6

MONTREAL

Num	Name	Pow	Spd	SS	Def
CENTERS					
11	Muller, Kirk	8	7	8	8
15	Dipietro, Paul	7	7	6	7
18	Savard, Denis	7	9	7	7
21	Carbonneau, Guy	7	7	7	9
47	Lebeau, Stephan	6	9	7	7
RIGHT WINGS					
6	Petrov, Oleg	6	6	6	5
12	Keane, Mike	7	7	6	6
26	Leeman, Gary	5	5	5	5
31	Ronan, Ed	5	5	5	5
36	Ewen, Todd	7	5	5	5
LEFT WINGS					
17	LeClair, John	7	7	6	6
22	Brunet, Benoit	6	6	6	6
23	Bellows, Brian	8	7	7	6
25	Damphousse, V.	8	7	7	7
45	Dionne, Gilbert	6	6	6	8
DEFENSEMEN					
5	Ramage, Rob	7	5	7	7
27	Schneider, M.	7	7	7	7
14	Haller, Kevin	7	6	7	7
24	Odelein, Lyle	5	5	5	6
28	Desjardins, Eric	7	7	7	8
34	Dufresne, Donald	5	5	5	6
43	Brisebois, P.	7	7	7	8
48	Daigneault, J.J.	5	6	6	6
GOALTENDERS		Mob	Reac	Glv	Stk
33	Roy, Patrick	9	9	9	9
37	Racicot, Andre	5	5	6	6

NEW JERSEY

Num	Name	Pow	Spd	SS	Def
CENTERS					
11	Barr, Dave	5	5	5	6
19	Nicholls, Bernie	7	7	8	7
20	Semak, Alexander	7	8	7	7
26	Stastny, Peter	7	7	7	7
RIGHT WINGS					
12	Guerin, Bill	6	7	8	6
15	MacLean, John	7	7	7	7
21	McKay, Randy	5	5	5	6
22	Lemieux, Claude	7	7	8	7
24	Brown, Doug	5	5	5	6
44	Richer, Stephane	7	8	8	7
LEFT WINGS					
8	Mallette, Troy	6	6	6	5
9	Chorske, Tom	5	8	6	6
16	Holik, Bobby	7	7	7	7
18	Pellerin, Scott	6	6	7	8
25	Zelepukin, V.	7	8	6	7
DEFENSEMEN					
2	Fetisov, V.	7	6	8	8
3	Daneyko, Ken	7	6	6	6
4	Stevens, Scott	9	7	7	9
5	O'Connor, Myles	5	6	7	6
6	Albelin, Tommy	6	6	6	7
7	Kasatonov, A.	7	7	8	8
23	Driver, Bruce	6	6	6	7
27	Niedermayer, S.	6	7	7	6
GOALTENDERS		Mob	Reac	Glv	Stk
1	Billington, C.	7	7	7	7
31	Terreri, Chris	8	9	6	6

NEW YORK 1

Num	Name	Pow	Spd	SS	Def
CENTERS					
10	Loiselle, Claude	6	5	5	6
18	McInnis, Marty	6	6	6	6
20	Ferraro, Ray	6	7	8	6
33	Hogue, Benoit	6	9	6	7
77	Turgeon, Pierre	8	8	8	7
39	Green, Travis	5	5	5	5
RIGHT WINGS					
12	Vukota, Mick	5	5	5	5
14	Fitzgerald, Tom	5	5	5	5
15	Dalgarno, Brad	6	6	6	6
16	Mullen, Brian	6	6	7	6
26	Flatley, Patrick	6	5	6	6
LEFT WINGS					
25	Volek, David	6	7	6	6
27	King, Derek	7	7	8	6
32	Thomas, Steve	7	7	8	7
DEFENSEMEN					
4	Krupp, Uwe	6	6	7	7
7	Lachance, Scott	6	7	7	7
8	Norton, Jeff	6	6	6	7
11	Kasparaitis, D.	7	7	7	7
23	Malakhov, V.	7	8	8	8
28	Kurvers, Tom	5	6	7	5
36	Nylund, Gary	5	5	5	7
37	Vaske, Dennis	6	5	6	7
47	Pilon, Rich	6	6	6	6
GOALTENDERS		Mob	Reac	Glv	Stk
30	Fitzpatrick, M.	7	5	7	5
35	Healy, Glenn	7	6	7	6

NEW YORK 2

Num	Name	Pow	Spd	SS	Def
CENTERS					
8	Turcotte, Darren	7	8	9	7
11	Messier, Mark	9	9	9	9
13	Nemchinov, S.	7	7	7	7
14	McIntyre, John	7	6	7	7
RIGHT WINGS					
22	Gartner, Mike	8	9	9	8
25	King, Steven	5	5	5	5
27	Kovalev, Alexei	7	9	9	7
33	Amonte, Tony	7	8	7	7
37	Broten, Paul	6	6	6	6
LEFT WINGS					
9	Graves, Adam	8	9	8	8
10	Tikkanen, Esa	7	8	8	9
12	Olczyk, Ed	6	6	6	6
20	Erixon, Jan	6	7	6	9
26	Kocur, Joe	7	5	5	5
29	Bourque, Phil	6	6	6	6
DEFENSEMEN					
2	Leetch, Brian	8	9	9	8
3	Patrick, James	7	9	7	9
5	Andersson, Peter	5	5	5	5
4	Lowe, Kevin	6	6	6	6
6	Cirella, Joe	6	6	6	6
21	Zubov, Sergei	7	7	7	7
23	Beukeboom, Jeff	7	7	7	7
24	Wells, Jay	6	5	5	6
GOALTENDERS		Mob	Reac	Glv	Stk
34	Vanbiesbrouck, J.	8	8	8	8
35	Richter, Mike	8	8	7	7

OTTAWA

Num	Name	Pow	Spd	SS	Def
CENTERS					
7	Lamb, Mark	6	7	6	6
11	Frear, Mark	5	5	5	6
12	Brady, Neil	5	5	5	5
13	Baker, Jamie	6	6	6	6
16	Boschman, Laurie	6	5	5	8
RIGHT WINGS					
15	Archibald, Dave	6	6	6	6
17	Hull, Jody	5	6	6	6
20	McBain, Andrew	5	5	5	5
25	Jelinek, Tomas	5	6	6	5
26	Kudelski, Bob	7	6	6	6
LEFT WINGS					
9	Smail, Doug	6	9	6	7
10	Loewen, Darcy	5	5	5	6
18	Murphy, Rob	5	5	5	5
44	Peluso, Mike	7	5	5	6
61	Turgeon, Sylvain	7	7	8	6
DEFENSEMEN					
2	Hamr, Radek	6	5	6	7
4	Shaw, Brad	6	6	6	7
5	Hammond, Ken	5	5	5	5
6	Dineen, Gord	5	5	5	5
14	Marsh, Brad	6	5	5	7
23	Luongo, Chris 5	5	5	5	
22	MacIver, Norm	7	7	7	6
34	Rumble, Darren	5	5	5	5
GOALTENDERS		Mob	Reac	Glv	Stk
31	Sidorkiewicz, P.	6	6	7	6
32	Berthiaume, D.	7	8	8	6

PHILADELPHIA

Num	Name	Pow	Spd	SS	Def
CENTERS					
17	Brind'Amour, Rod	8	7	8	8
22	Butsayev, V.	7	7	7	8
25	Acton, Keith	6	6	6	7
42	Beranek, Josef	6	6	6	6
88	Lindros, Eric	9	9	9	8
RIGHT WINGS					
8	Recchi, Mark	7	8	8	8
11	Dineen, Kevin	7	8	7	8
21	Brown, Dave	7	5	5	5
46	Conroy, Al	5	6	6	6
LEFT WINGS					
9	Eklund, Per-Erik	6	8	7	6
10	Boivin, Claude	5	5	5	5
14	Snuggerud, Dave	6	6	6	7
15	Evans, Doug	5	5	5	7
18	Fedyk, Brent	6	6	6	6
23	Lomakin, Andrei	6	6	6	6
DEFENSEMEN					
2	Yushkevich, D.	6	6	6	7
3	Galley, Garry	6	6	6	6
5	Nattress, Ric	5	5	6	7
20	Hawgood, Greg	5	6	6	6
26	Hynes, Gord	5	7	6	7
27	McGill, Ryan	6	5	6	6
29	Carkner, Terry	7	6	6	7
44	Cronin, Shawn	7	5	5	5
GOALTENDERS		Mob	Reac	Glv	Stk
30	Soderstrom, T.	7	7	7	7
33	Roussel, Dominic	6	6	6	6

PITTSBURGH

Num	Name	Pow	Spd	SS	Def
CENTERS					
10	Francis, Ron	7	7	8	7
15	McEachern, Shawn	6	7	7	7
26	Stapleton, Mike	5	6	6	6
66	Lemieux, Mario	9	9	9	7
82	Straka, Martin	5	7	7	5
RIGHT WINGS					
7	Mullen, Joe	6	6	7	7
16	Caufield, Jay	6	5	5	5
22	Tocchet, Rick	8	6	7	7
39	Needham, Mike	5	6	6	5
68	Jagr, Jaromir	8	9	8	8
LEFT WINGS					
14	Tippett, Dave	6	6	6	8
20	Daniels, Jeff	5	5	5	6
24	Loney, Troy	6	6	5	5
25	Stevens, Kevin	9	8	8	7
DEFENSEMEN					
2	Poek, Jim	5	5	5	6
3	Jennings, Grant	6	5	5	6
5	Samuelsson, Ulf	8	7	7	8
6	Ramsey, Mike	7	6	6	8
23	Stanton, Paul	6	6	6	6
28	Samuelsson, K.	8	6	6	7
32	Taglianetti, P.	6	5	6	6
33	Fogarty, Brian	7	6	6	5
55	Murphy, Larry	7	6	8	8
GOALTENDERS		Mob	Reac	Glv	Stk
31	Wregget, Ken	7	7	7	7
35	Barrasso, Tom	8	9	9	8

QUEBEC

Num	Name	Pow	Spd	SS	Def
CENTERS					
9	Ricci, Mike	7	7	7	8
13	Sandin, Mats	8	9	9	7
19	Sakic, Joe	7	8	8	7
37	Rucinsky, Martin	6	6	6	7
47	Lapointe, Claude	5	5	5	7
RIGHT WINGS					
11	Nolan, Owen	8	7	9	7
18	Hough, Mike	5	5	5	5
44	Cavallini, Gino	5	5	5	6
48	Young, Scott	6	7	9	6
51	Kovalenko, A.	6	6	6	7
LEFT WINGS					
12	Simon, Chris	5	5	6	5
15	Twist, Tony	5	5	5	5
20	Lindsay, Bill	5	5	5	5
22	Pearson, Scott	5	5	5	5
31	Kamensky, Valeri	8	8	9	7
DEFENSEMEN					
2	Huffman, Kerry	6	6	7	6
4	Tatarinov, M.	7	8	8	6
5	Gusarov, Alexei	8	7	8	7
6	Wolanin, Craig	5	5	5	6
7	Leschyshyn, C.	5	6	6	5
28	Duchesne, Steve	7	8	8	6
29	Finn, Steve	6	6	5	6
52	Foote, Adam	6	7	6	6
GOALTENDERS		Mob	Reac	Glv	Stk
27	Hextall, Ron	8	9	8	9
35	Fiset, Stephane	7	8	8	7

SAN JOSE

Num	Name	Pow	Spd	SS	Def
CENTERS					
11	Kisio, Kelly	6	6	5	7
12	Evason, Dean	5	6	6	6
14	Whitney, Ray	5	6	6	6
47	Sullivan, Mike	5	5	5	5
RIGHT WINGS					
17	Falloon, Pat	7	9	7	7
36	Odgers, Jeff	5	5	5	5
37	Gaudreau, Robert	7	7	7	6
39	Courtenay, Ed	5	5	5	5
LEFT WINGS					
8	Depalma, Larry	5	5	5	5
10	Garpenlov, Johan	6	7	7	6
15	Bruce, David	5	5	7	6
18	Pederson, Mark	5	5	6	5
20	Carter, John	5	6	6	5
25	Maley, David	5	5	5	6
DEFENSEMEN					
2	Zettler, Rob	5	5	5	7
3	Williams, David	5	5	5	5
4	More, Jayson	5	5	6	5
5	Wilkinson, Neil	6	6	6	7
6	Ozolinsh, Sandis	7	7	7	7
19	Zmolek, Doug	6	6	6	6
24	Wilson, Doug	7	6	9	8
38	MacLeod, Pat	5	5	5	5
41	Pederson, Tom	6	6	6	7
GOALTENDERS		Mob	Reac	Glv	Stk
30	Hackett, Jeff	5	6	5	5
32	Irbe, Arturs	7	8	6	6

ST. LOUIS

Num	Name	Pow	Spd	SS	Def
CENTERS					
7	Emerson, Nelson	6	9	7	7
15	Janney, Craig	6	6	7	7
18	Wilson, Ron	6	7	6	7
22	Sutter, Ron	6	6	5	8
28	Bassen, Bob	5	7	6	7
RIGHT WINGS					
14	Miller, Kevin	5	7	6	7
16	Hull, Brett	8	8	9	5
23	Sutter, Rich	5	5	5	6
38	Korolev, Igor	5	6	6	5
39	Chase, Kelly	5	5	5	5
LEFT WINGS					
9	Felsner, D.	7	7	7	6
10	Lowry, Dave	6	6	5	6
17	McRae, Basil	5	5	5	6
19	Shanahan, B.	8	7	9	7
25	Prokhorov, V.	5	6	6	6
DEFENSEMEN					
2	Giles, Curt	5	5	5	8
4	Zombo, Rick	6	5	6	8
5	Butcher, Garth	8	6	5	7
6	Crossman, Doug	6	6	6	6
20	Norwood, Lee	5	5	8	7
21	Brown, Jeff	7	7	9	8
33	Quintal, S.	6	6	6	6
34	Baron, Murray	6	6	7	6
GOALTENDERS		Mob	Reac	Glv	Stk
29	Herbert, Guy	7	8	7	7
31	Joseph, Curtis	8	8	8	8

TAMPA BAY

Num	Name	Pow	Spd	SS	Def
CENTERS					
10	Creighton, Adam	5	5	5	5
11	Kasper, Steve	6	6	6	8
14	Tucker, John	5	4	5	4
18	DiMaio, Rob	6	6	6	7
19	Bradley, Brian	6	7	8	6
20	Gilhen, Randy	5	5	5	6
RIGHT WINGS					
7	Zaumer, Rob	5	5	5	5
21	Bergland, Tim	5	5	5	5
24	Cole, Danton	6	6	6	6
27	Drulia, Stan	5	5	5	5
28	Bureau, Marc	6	6	5	5
LEFT WINGS					
16	Kontos, Chris	6	5	6	4
17	Lafreniere, J.	5	5	6	5
34	Andersson, M.	6	7	6	7
37	Maltais, Steve	5	6	6	6
DEFENSEMEN					
2	Beers, Bob	5	6	6	7
3	Rivers, Shawn	6	5	5	6
22	Chambers, Shawn	6	5	5	7
25	Bergevin, Marc	5	6	5	6
26	Hervey, Matt	6	7	7	6
29	Reekie, Joe	5	5	6	7
40	Lipuma, Chris	5	5	5	5
44	Hamrlik, Roman	7	7	7	7
GOALTENDERS		Mob	Reac	Glv	Stk
1	Young, Wendell	6	6	6	6
35	Jablonski, Pat	6	9	6	6

TORONTO

Num	Name	Pow	Spd	SS	Def
CENTERS					
7	McLlwain, Dave	5	5	5	7
19	Cullen, John	5	5	7	7
25	Zezel, Peter	6	5	6	7
26	Krushelnyski, M.	6	6	6	6
93	Gilmour, Doug	8	8	8	7
RIGHT WINGS					
9	Anderson, Glenn	7	9	8	6
12	Pearson, Rob	5	5	7	6
16	Borschevsky, N.	6	8	8	7
21	Osborne, Mark	5	5	5	7
71	Foligno, Mike	6	6	6	6
LEFT WING					
11	Larose, Guy	5	5	5	6
14	Andreychuk, Dave	7	6	7	6
17	Clark, Wendel	7	6	9	6
18	Manderville, K.	6	6	6	6
24	Sacco, Joe	6	8	6	6
DEFENSEMEN					
2	Lefebvre, S.	5	6	5	7
3	Rouse, Bob	6	5	5	7
4	Ellett, Dave	6	7	9	6
8	McGill, Bob	5	5	5	5
15	Mironov, Dmitri	6	7	8	6
23	Gill, Todd	7	6	7	7
28	Shannon, Darryl	5	6	6	6
34	Macoun, Jamie	6	6	6	7
GOALTENDERS		Mob	Reac	Glv	Stk
1	Puppa, Daren	8	8	7	7
29	Potvin, Felix	8	9	8	8

VANCOUVER

Num	Name	Pow	Spd	SS	Def
CENTERS					
7	Ronning, Cliff	5	9	7	6
9	Walter, Ryan	5	6	6	6
10	Bure, Pavel	9	9	9	7
15	Fergus, Tom	5	5	5	5
19	Nedved, Petr	6	6	7	6
20	Semenov, Anatoli	6	8	8	8
RIGHT WINGS					
16	Linden, Trevor	7	7	8	6
17	Ward, Dixon	5	5	5	5
23	Valk, Garry	5	5	5	6
25	Sandlak, Jim	6	6	6	6
LEFT WING					
8	Adams, Greg	7	6	6	6
14	Courtnall, Geoff	6	9	7	6
27	Momesso, Sergio	7	6	6	6
29	Odjick, Gino	6	5	5	5
32	Craven, Murray	7	7	7	7
DEFENSEMEN					
3	Lidster, Doug	7	6	6	8
4	Diduck, Gerald	7	6	8	6
5	Murzyn, Dana	7	6	6	6
6	Plavsic, Adrien	6	7	7	6
21	Lumme, Jyrki	5	6	7	6
22	Dirk, Robert	6	5	5	6
24	Slegr, Jiri	6	7	6	5
44	Babych, David	5	5	6	6
GOALTENDERS		Mob	Reac	Glv	Stk
1	McLean, Kirk	8	8	8	8
35	Whitmore, Kay	7	8	7	7

WASHINGTON

Num	Name	Pow	Spd	SS	Def
CENTERS					
8	Khristich, D.	8	8	8	7
17	Ridley, Mike	6	7	8	7
20	Pivonka, Michal	6	7	7	7
22	Konowalchuk, S.	5	5	5	5
RIGHT WINGS					
12	Bondra, Peter	6	8	7	7
15	Savage, Reggie	5	5	5	5
19	Elynuik, Pat	6	6	6	6
23	MacDermid, Paul	6	6	6	6
26	Jones, Keith	5	5	5	5
27	Hunter, Mark	5	5	5	6
LEFT WINGS					
10	Miller, Kelly	6	7	6	8
11	Carpenter, Bob	5	6	6	6
16	May, Alan	6	5	6	5
18	Burridge, Randy	5	6	6	6
21	Krygier, Todd	5	8	6	6
DEFENSEMEN					
3	Cote, Sylvain	7	7	7	7
4	Hatcher, Kevin	9	7	9	8
5	Langway, Rod	6	6	7	8
6	Johansson, Calle	6	7	8	6
14	Cavallini, Paul	6	7	6	7
28	Schlegel, Brad	5	6	5	7
34	Iafrate, Al	8	8	8	6
36	Anderson, Shawn	7	7	6	7
GOALTENDERS		Mob	Reac	Glv	Stk
31	Tabaracci, Rick	8	9	8	8
33	Beaupre, Don	7	8	7	7

WINNIPEG

Num	Name	Pow	Spd	SS	Defi
CENTERS					
10	Zhamnov, Alexei	7	8	8	7
14	Barnes, Stu	6	7	6	6
24	Levins, Scott	6	5	5	5
25	Steen, Thomas	6	6	7	8
38	Borsato, Luciano	5	6	6	6
RIGHT WINGS					
11	Davydov, Evgeny	7	8	7	6
13	Selanne, Temmu	9	9	9	7
15	Druce, John	6	5	6	5
18	Erickson, Brian	6	5	6	7
20	Domi, Tie	7	6	6	6
LEFT WINGS					
7	Tkachuk, Keith	7	6	7	6
17	King, Kris	5	5	5	6
21	Romaniuk, Russ	6	6	6	5
34	Shannon, Darrin	6	5	6	6
36	Eagles, Mike	5	5	5	5
DEFENSEMEN					
3	Bautin, Sergei	7	6	5	7
4	Olausson, F.	7	7	8	7
5	Ulanov, Igor	5	5	5	5
6	Housley, Phil	7	9	8	7
8	Carlyle, Randy	6	5	5	6
22	Lalor, Mike	5	5	5	7
26	Kennedy, Dean	5	5	5	5
27	Numminen, Teppo	7	7	8	9
GOALTENDERS		Mob	Reac	Glv	Stk
35	Essensa, Bob	8	9	8	8
30	Hrivnak, Jim	7	6	6	6

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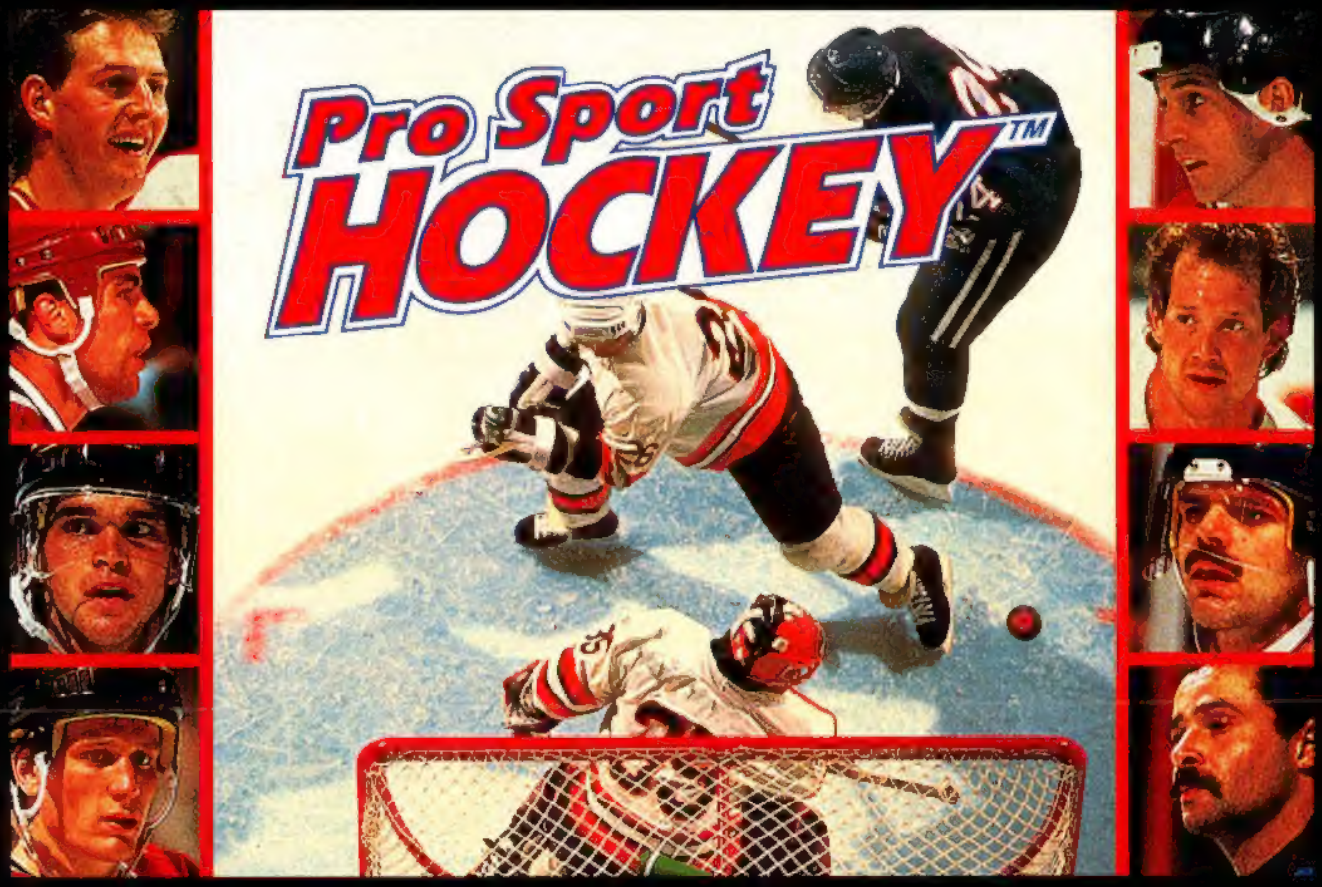

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